

## Ervan Silvert

Video Game Developer looking for a 3+ month internship

### SUMMARY

Passionate **video game developer** from international known video game school, who works with people of all specialties with ease seeks for position in video game industry as **junior developer**. Skilled in **gameplay programming** with almost **a year spent as intern** in independent studios **working with seniors**. Good at **managing, working under pressure and taking initiatives** promoting **teamwork**.

### STUDIES

*Master Degree in Computer Science*  
ENJMIN  
2017-2019  
Master degree in a very selective and **national known school**. Production of video game in a **decade people group** working with various profiles (UX, Game Design, Sound Designer, Graphic Designer and Manager).

*Bachelor Degree in Computer Science – Obtained with honors*  
Major for three years  
UFR-ST  
Besançon  
2014-2017  
Algorithmic, Fundamental mathematics, OOP, Sytem and Network programming, Syntactic analytic and english.  
Integrated excellence level formation called CMI designed to have **engineer level** adding communication, expression and management lessons.

*First year in Biology and Living Science – rank 13/215*  
UFR-ST  
Besançon  
2013-2014  
Vegetal, animal and Fungus Anatomy, Chemistry and Biochemistry, Ecology, Geology.

*High School Diploma – Obtained with honors*  
Lycée Louis  
Pasteur  
Besançon  
2010-2013  
Scientific diploma based on Mathematics, Biology and Physics.

### EXPERIENCES

*Video Game Developer Internship – at Copperlist*  
Working on an **2D action platformer** that will be released on **Nintendo Switch** and **Nintendo 3DS**.  
Implemented plenty of enemis from their textual description and visual assets to their living form. This means a **lot of AI** based on **state machine**.  
Using **Unity** middleware and thus **C# language**.  
In a **team of three**, I had the opportunity to infer in the **game design**, the **level design**, the **difficulty calibration** as I had various ways to **take initiatives**.  
Working with **two seniors of video game** industry, I learned a lot, technically being with a professional Lead Programmer and regarding team management and communication being with a senior Graphic Designer.  
Working with **Assembla** as code hosting and **agile methods** thanks to various **dashboards**.



#### Contact

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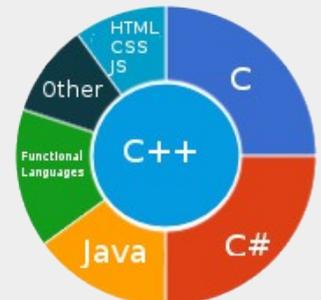
[gitlab.com/esilvert](https://gitlab.com/esilvert)

[vegevan.itch.io](https://vegevan.itch.io)

#### Personality



#### Skills



#### Languages

Français ★★★★★  
Anglais ★★★★★  
Espagnol ★★★☆☆

Besançon  
2015  
(2 months)

### *Shine Research*

Working on a **pixel art drawing video game** aiming a young population. Based on the finished game working on **iOS**, used the **Shine Engine (C++/XML)** to reproduce it and being able to export it on every platforms; mostly **Android** in this situation.  
As a freshman, I succeeded to **finish the game development in time** with a few release improvements let at the end of my internship.

### Location



## HOBBIES

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Game Jam

### *Ludum Dare*

48 hours to make a game **from scratch** in community context, **no external asset allowed**

Joined **every three months** for two years

**Thousands of views, hundreds of downloads**

Learned massively from these experiences about **time management, feature priorities, project management, technical hack** and **post-production issues**.

Game Jam

### *Global Game Jam*

48 hours to make a game in **professional context**

Joined **yearly** since 2016.

Group working (**10+**), **team management, task scheduling**.

**Public award** won every time.

Music

### *Piano*

Since 2012

Learned **by myself** how to play piano; playing exclusively **video game musics**.

Passion

### *Traveling*

Went to **Austria, Switzerland, Luxembourg, Belgium, United Kingdom** (London) and **Germany**.

Planned in year: **USA, United Kingdom, Denmark** (Amsterdam).